User Manual V1.0

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1. Installing PageTurn

1.1 Viewer & Editor

PageTurn consists of two components, a **Viewer** and an **Editor**. Users interact with PageTurn via the **Viewer**, whilst each PageTurn interactive is created using the **Editor.**

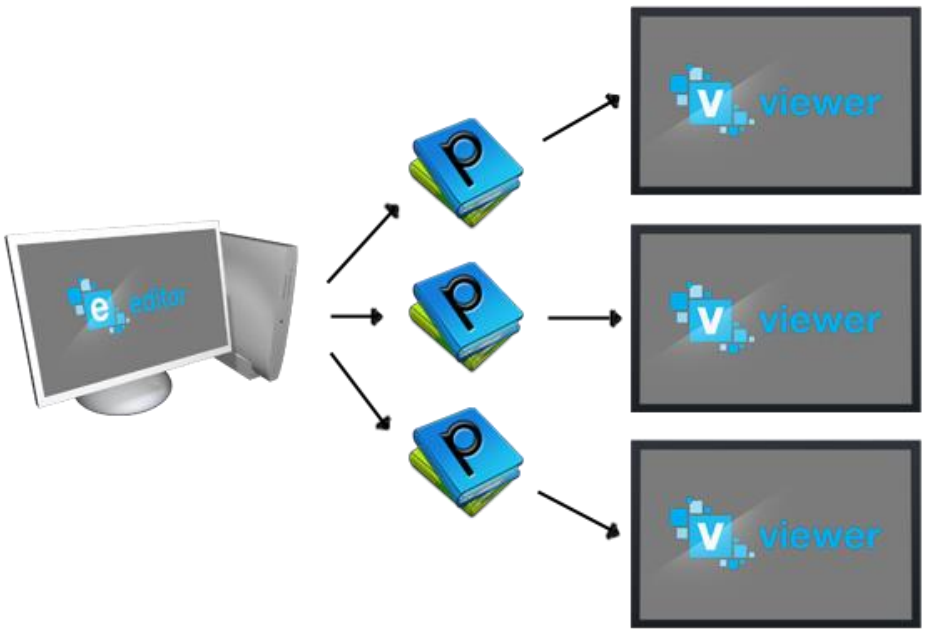
As standard PageTurn is supplied as a pre-completed interactive, only requiring the **Viewer** to display, however for some projects we will also supply the **Editor**. Each component needs to be installed separately. Dependent upon your requirements you can skip The Editor section and simply view The Viewer section.

1.2 Before you start

We recommend PageTurn be installed upon a machine with a clean installation of Windows 7+ with all Microsoft Windows updates completed. The machine should be prepared for commercial use with the un-installation of any non-required software (bloatware) and disabling of any inherent touch gesture controls such as Metro edge swipes for Windows 8.

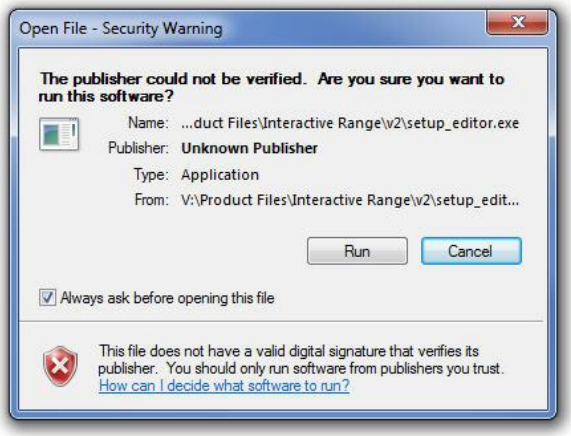
1.3 Installation Scenarios

Editor can be installed and utilised on any Windows compatible machine, from **Editor** you create your PageTurn interactive, which is then uploaded to **Viewer** which can be installed as a standalone item on a separate machine. A single **Editor Suite** can be used to create multiple PageTurn Interactives however each **Viewer** requires a separate license key.



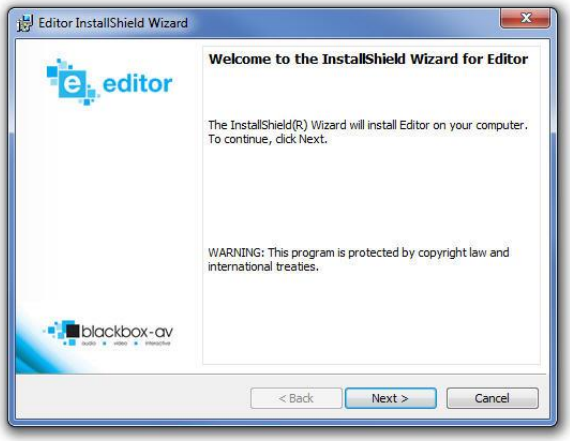
1.4 Installing Editor

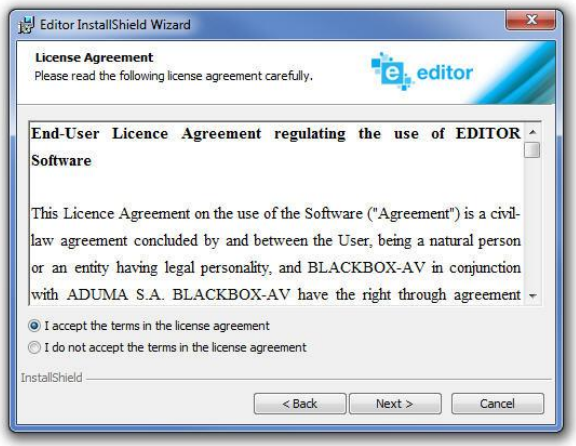
To install Editor run the supplied ‘setup_editor.exe’ and navigate the following installation process;


Open File - Security Warning
The publisher could not be verified. Are you sure you want to run this software?
Name: ...duct Files\Interactive Range\v2\setup_editor.exe
Publisher: Unknown Publisher
Type: Application
From: V:\Product Files\Interactive Range\v2\setup_edit...
Run
Cancel
Always ask before opening this file
This file does not have a valid digital signature that verifies its publisher. You should only run software from publishers you trust.
How can I decide what software to run?

You may be shown a security warning that the publisher could not be verified, click ‘Run’.

Select ‘Next’.


Editor InstallShield Wizard
editor
Welcome to the InstallShield Wizard for Editor
The InstallShield(R) Wizard will install Editor on your computer. To continue, click Next.
WARNING: This program is protected by copyright law and international treatises.
blackbox-av
< Back
Next >
Cancel

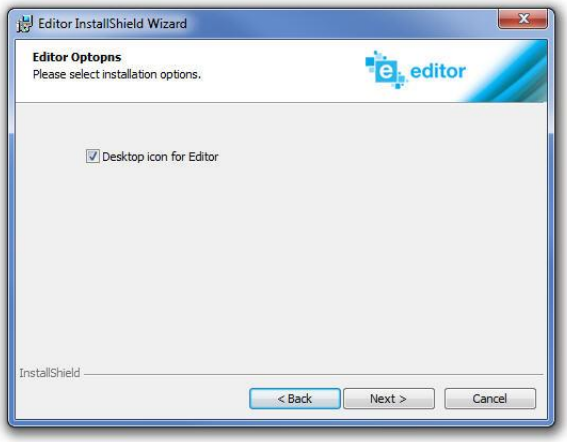

Editor InstallShield Wizard
License Agreement
Please read the following license agreement carefully.
editor
End-User Licence Agreement regulating the use of EDITOR Software
This Licence Agreement on the use of the Software ("Agreement") is a civil-law agreement concluded by and between the User, being a natural person or an entity having legal personality, and BLACKBOX-AV in conjunction with ADUMA S.A. BLACKBOX-AV have the right through agreement
I accept the terms in the license agreement
I do not accept the terms in the license agreement
InstallShield
< Back
Next >
Cancel

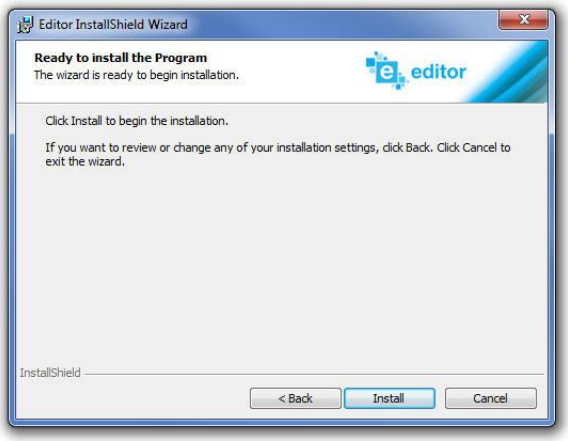
Read and accept the End User License Agreement then select ‘Next’.

Editor InstallShield Wizard
Destination Folder
Click Next to install to this folder, or click Change to install to a different folder.
editor
WARNING! If you are not administrator do not choose Program Files folder
Install Editor to:
C:\blackbox-av\editor\
Change...
InstallShield
< Back
Next >
Cancel

Select the installation folder (installs to main C: hdd as standard within folder named 'blackbox-av\editor') Note: If you do not have admin rights do not change folder to 'Program Files'.

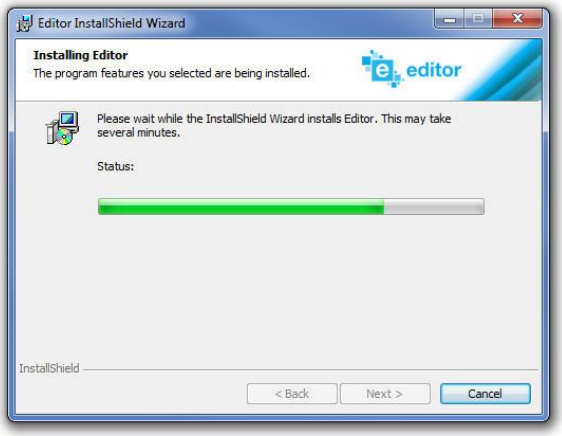
Add **Editor** icon to desktop or not, select 'Next'.

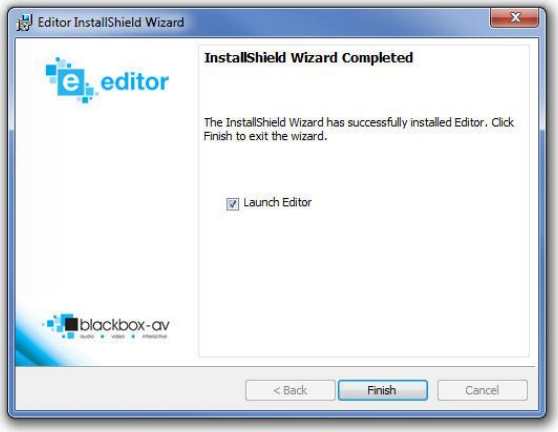



Editor InstallShield Wizard
Ready to install the Program
The wizard is ready to begin installation.
editor
Click Install to begin the installation.
If you want to review or change any of your installation settings, click Back. Click Cancel to exit the wizard.
InstallShield
< Back
Install
Cancel

Select 'install' to begin installation.

The installation process will now begin, this can take up to several minutes depending upon the specifications of your machine.



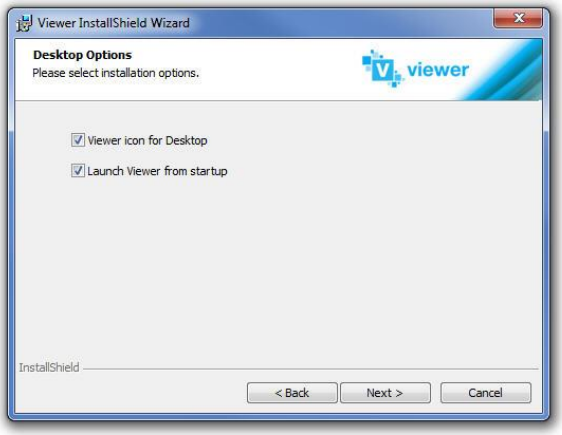


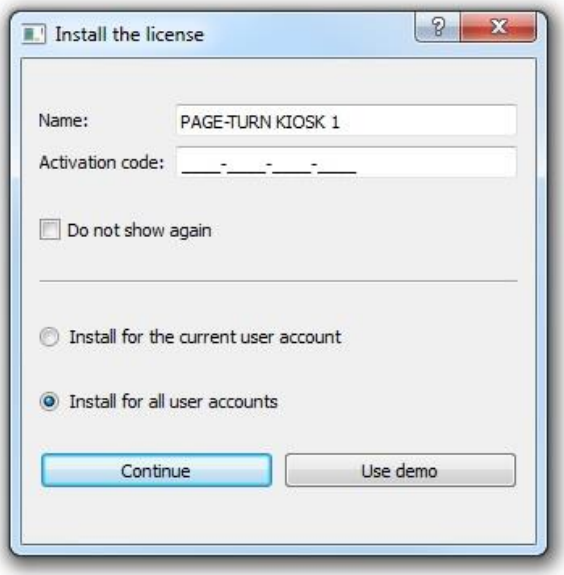
The installation is now complete, to finish and open directly into **Editor** leave 'Launch Editor' ticked, otherwise untick and select 'Finish'.

1.5 Installing Viewer

To install **Viewer** run the supplied 'setup_viewer.exe' and navigate the following installation process, this is almost identical to the process above with some small exceptions;

Choose to add a **Viewer** icon to desktop and to Launch **Viewer** from startup, we highly recommend you select this function so your interactive begins automatically when the machine boots up.





When **Viewer** runs for the first time you will be prompted to enter your 16 digit (letters and numbers) activation code. You must be online for it to activate.

Choose whether to install the **Viewer** for all accounts on the machine. You can also enter 'Demo' mode without an activation key (however a 'Demo' watermark will appear on the interactive at all times).

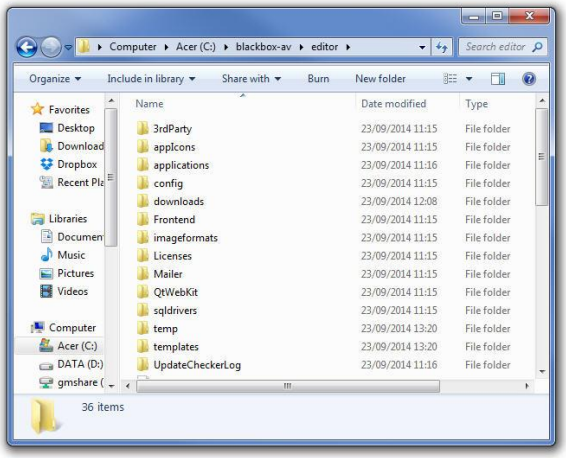
2. The Editor

2.1 Introduction to Editor

The **Editor** is where you can design, edit and save your PageTurn interactives. PageTurn is created from a multi-use template which can be utilised to create a number of other interactives which display video and images as well as eBooks. Therefore a number of options are available which are not required to create a PageTurn interactive, these should therefore be deactivated during the design process. More on this in the **2.5 Disable Features** section.

2.2 File and Folder Management

When installed on your machine **Editor** will create a directory on your hdd, if no change is specified during the installation process this will be found in 'C:\blackbox-av\editor'.



- Completed PageTurn interactives will be saved to 'applications' folder.

- Uploaded templates (a blank canvas with which to start designing an interactive) will be saved in 'templates' folder. These must be added via the **Editor** interface, see section **2.3 Create New PageTurn** for more information.

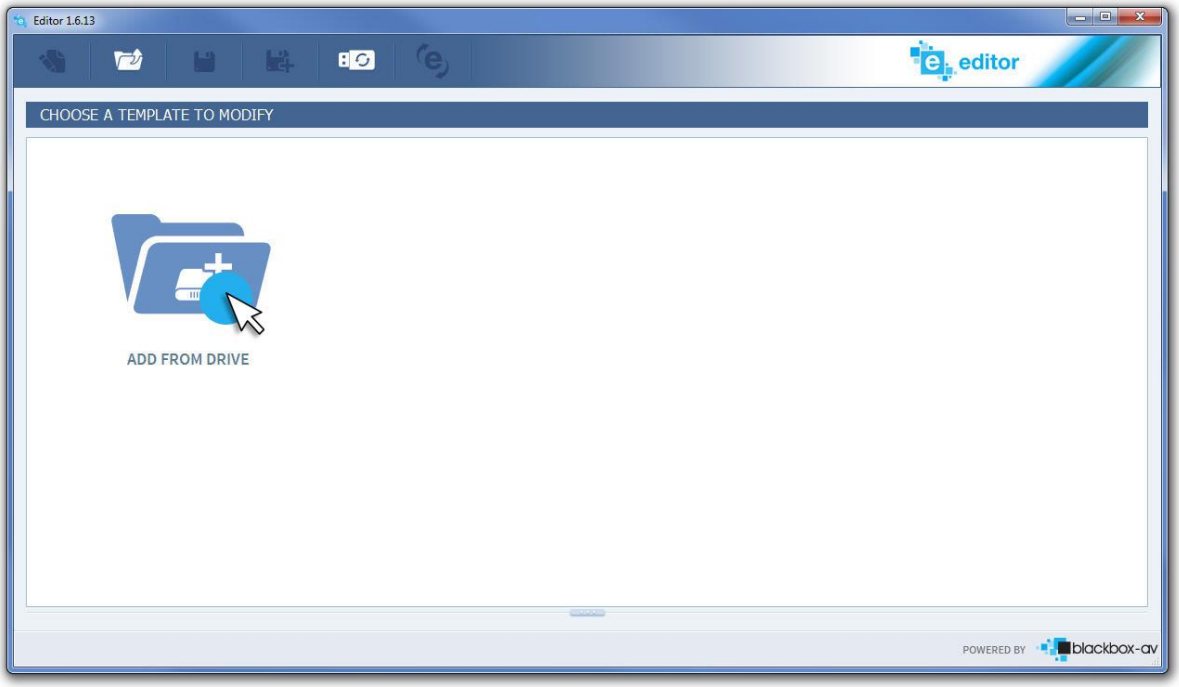
2.3 Create New PageTurn

The first step in creating a new PageTurn interactive is to add the PageTurn template file to your version of editor. The PageTurn template file will be made available to you for download upon purchase of your interactive.

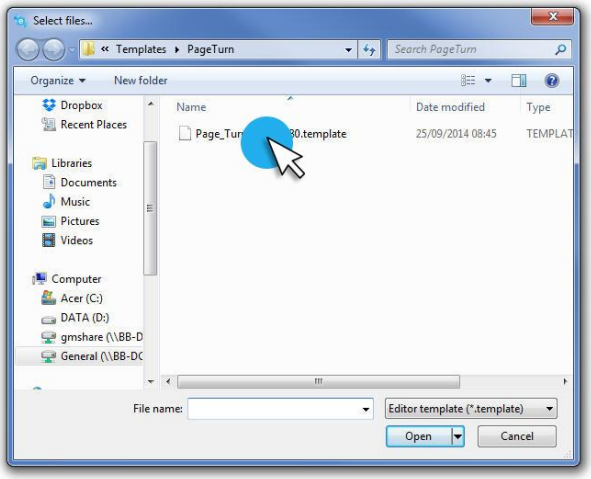
Adding PageTurn Template to Editor

Step 1: Run Editor

Access the 'ADD FROM DRIVE' folder with a double-click.



This will open a window which allows you to add the PageTurn template.



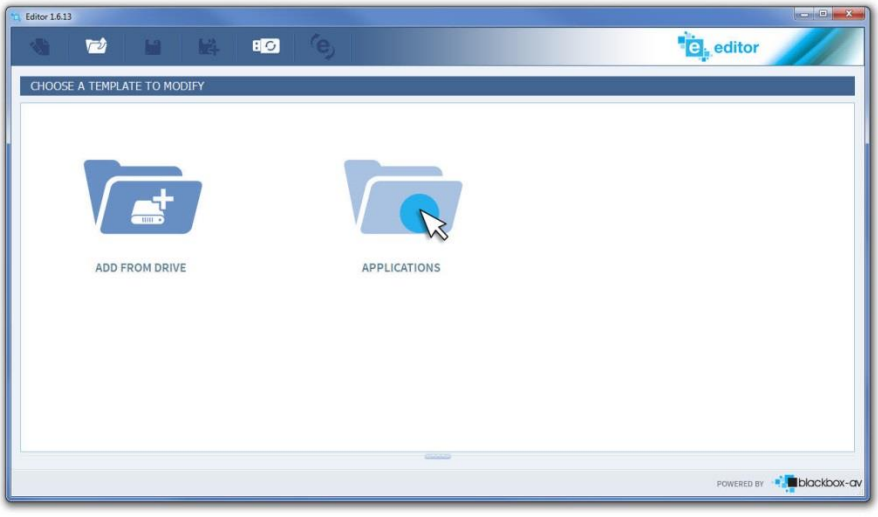
Step 2: Open Template

Navigate to the location of the previously supplied PageTurn template and select ‘open’.

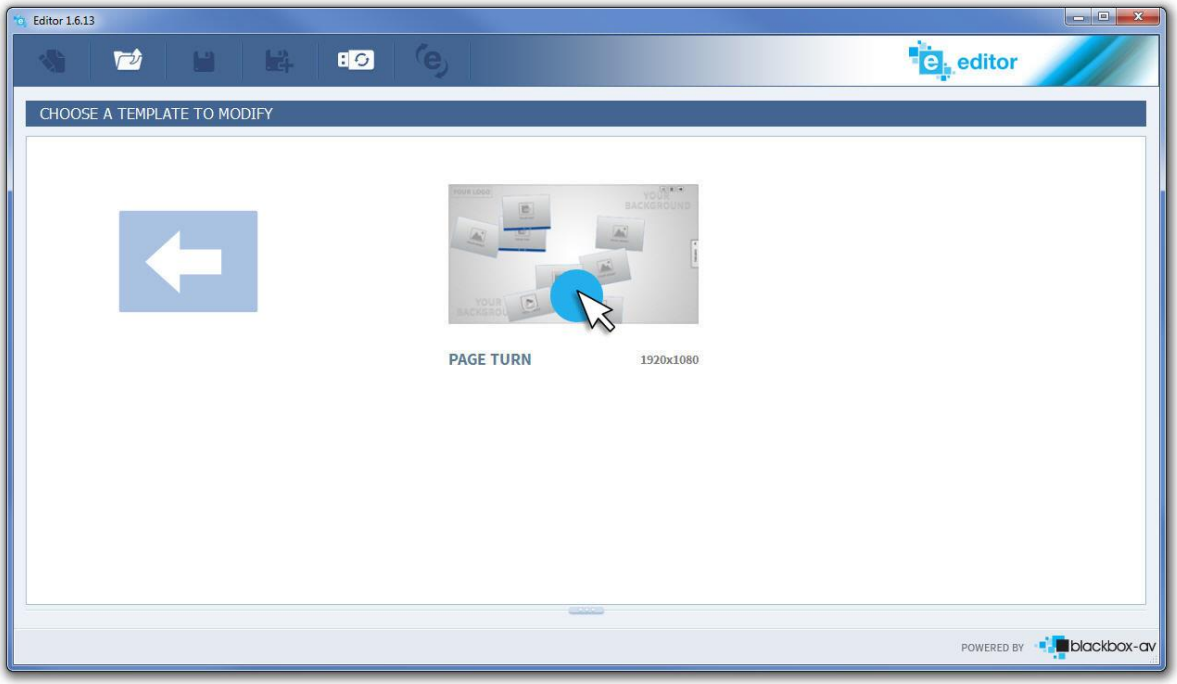
This will add a folder of available templates titled ‘APPLICATIONS’ to editor.

Step 3: Access Available Templates

Enter the ‘APPLICATIONS’ folder to access the now installed PageTurn template.



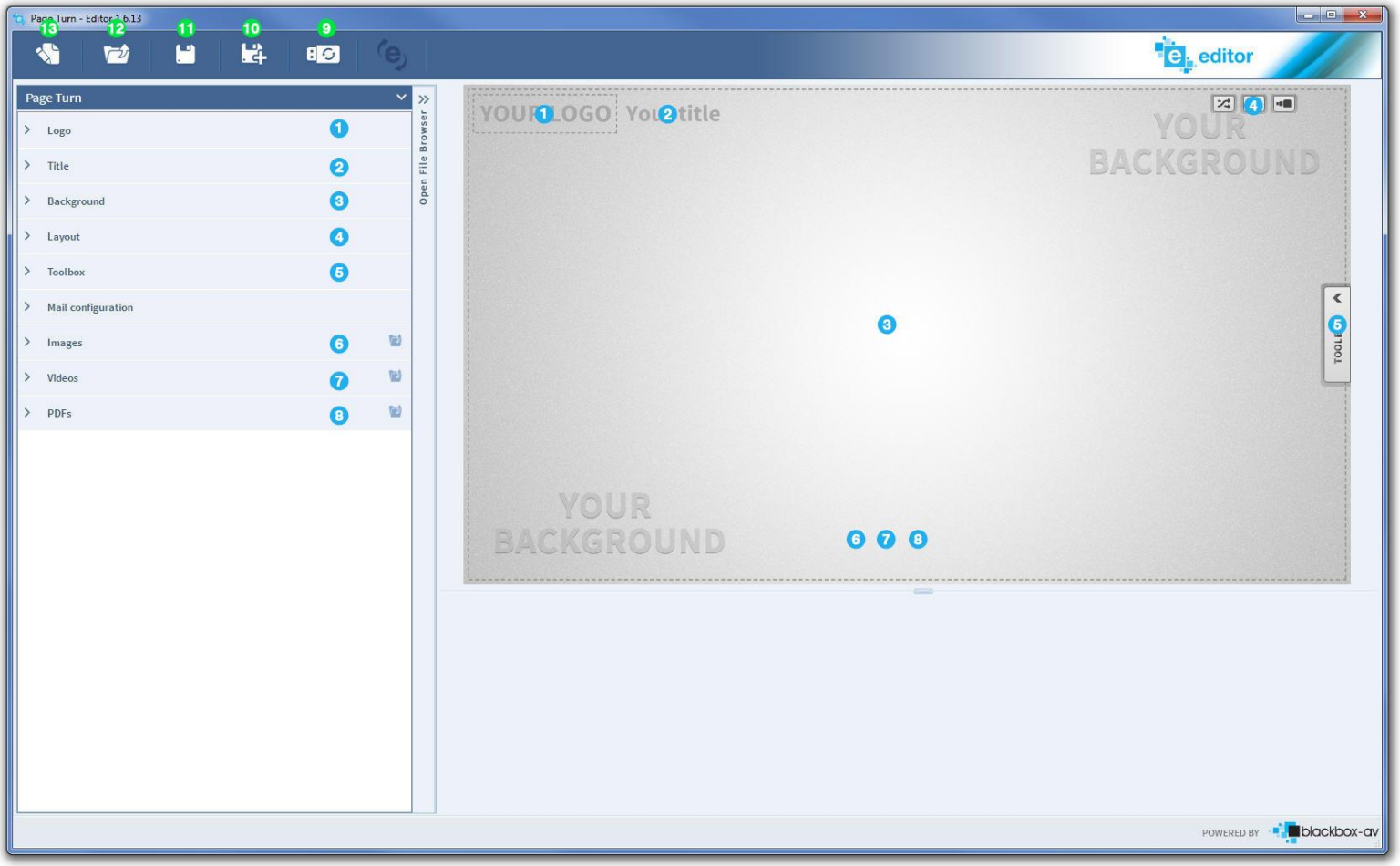
Step 4: Open PageTurn Template



Select the PageTurn template to open and begin creation of a new PageTurn interactive. This will take you to the Editor Interface.

2.4 The Editor Interface

The Editor interface displays the changes you make in realtime in a preview located on the right.



Configure Interactive

1. Edit/Disable Logo

2. Edit/Disable a title

3. Edit the background

4. Select default layout, disable user accessible layout icons

5. Enable/Disable Toolbox (should be disabled for PageTurn

6. Add image files (not utilised in PageTurn)

7. Add video files (not utilised in PageTurn)

8. Add PDF files (not utilised in PageTurn)

Basic Editor Controls

9. Create an export for viewer

10. Save application as (do not overwrite original)

11. Save application (will overwrite original)

12. Open existing application for editing

13. Start new project (choose template to edit

2.5 Disable Features

The above lists the basic interface for Editor. The PageTurn template can be used for various applications including the creation of presentations or video and image based interactives. For this reason a number of the available options are not required when creating a PageTurn interactive and should be ignored. These include;

5. Toolbox **6.** Images **7.** Video

Toolbox provides user access to a paint-type interface which allows visual editing of the interactive, highlighting of sections, access to a magnifying glass and also the ability save changes and email the result to an email address. To disable toolbox simply select the option and untick the box labelled 'Visible'.

You can disable the Title, logo and user access to layout options if required in the same way.

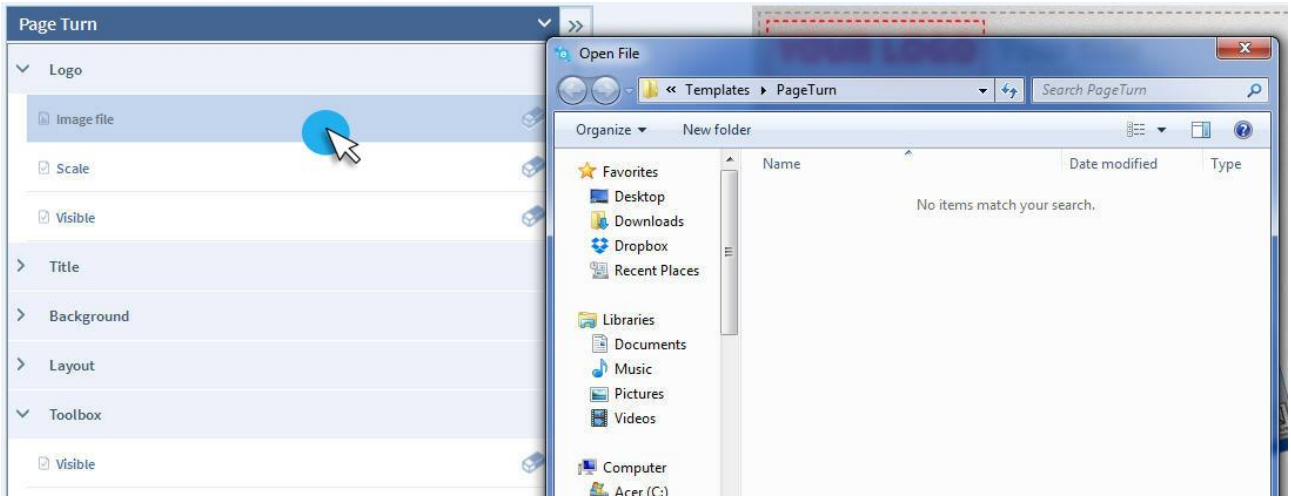
2.6 Add Logo and Background

A standard PageTurn interactive utilises the following options within the template;

1. Logo **3.** Backgound **4.** Layout **8.** PDF's

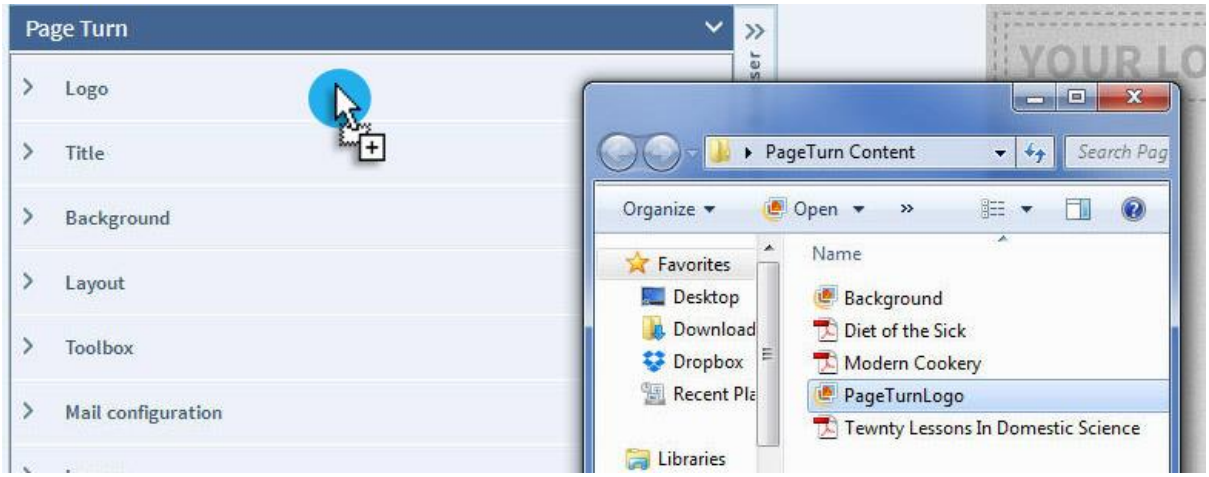
Adding content to each section can be achieved in two ways;

FileBrowser
Double click the item you wish to edit and windows file browser will open, locate the file on your computer and select 'open'.



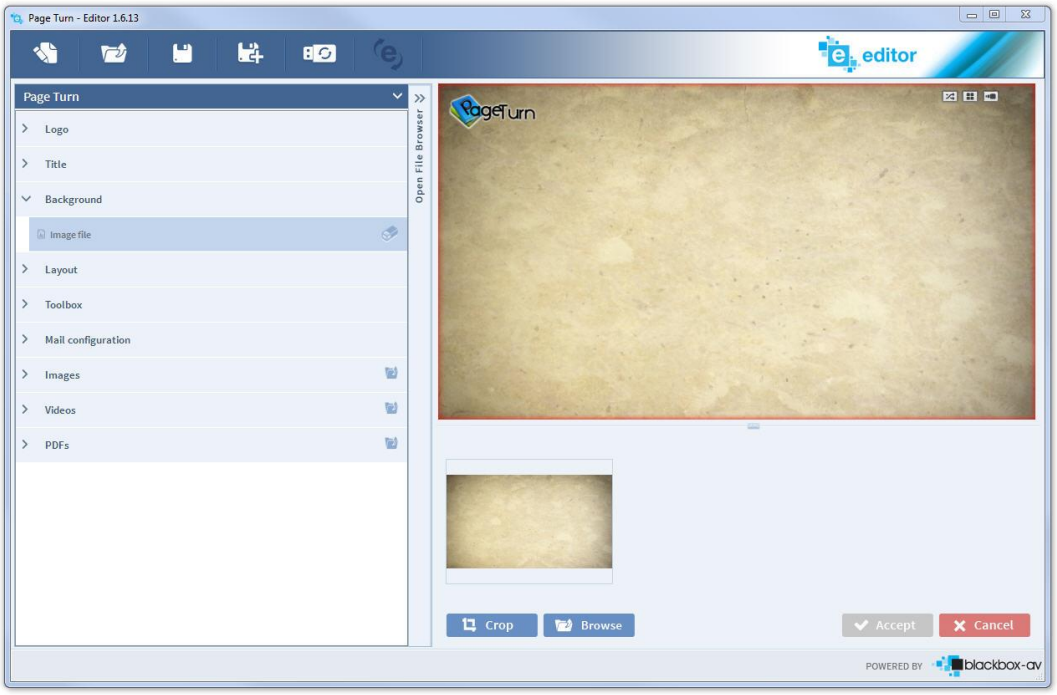
Drag ‘n’ Drop

Simply select the image file you wish to use as the logo and drag and drop it into the logo section of editor.



Once added you can edit the scale and positioning of your logo image via the drop down options.

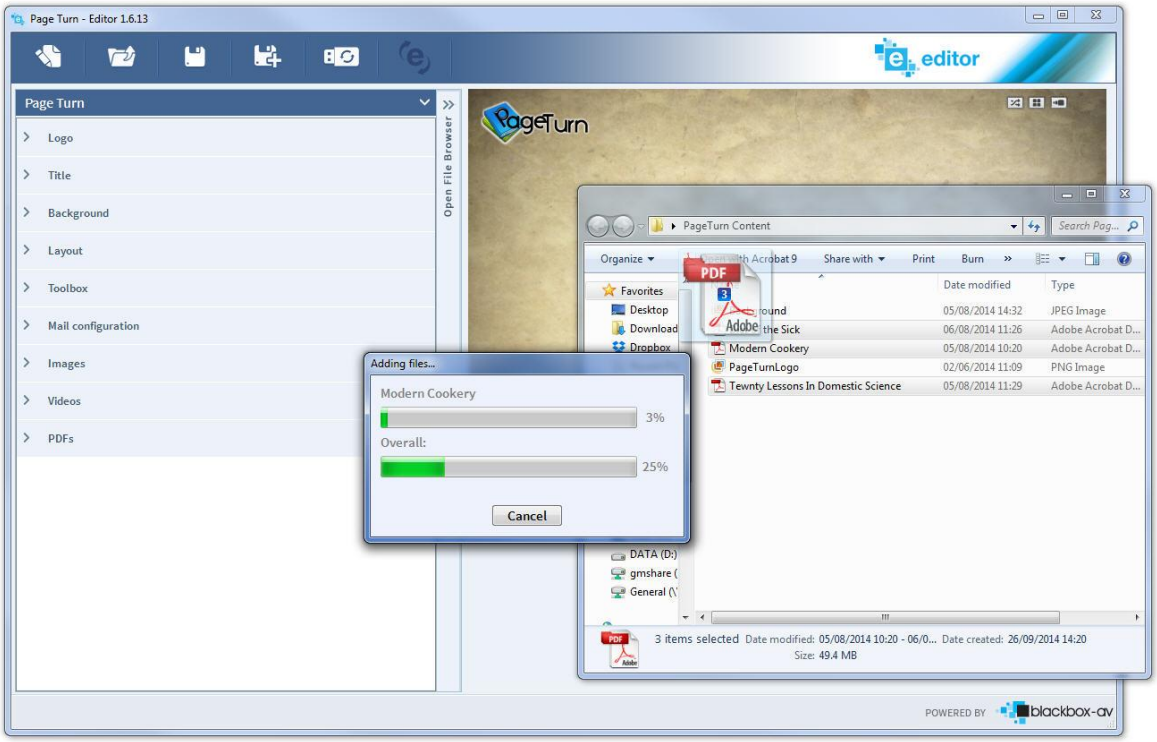
The same applies for adding the background image. Once added the changes made will appear in the editor preview pane;



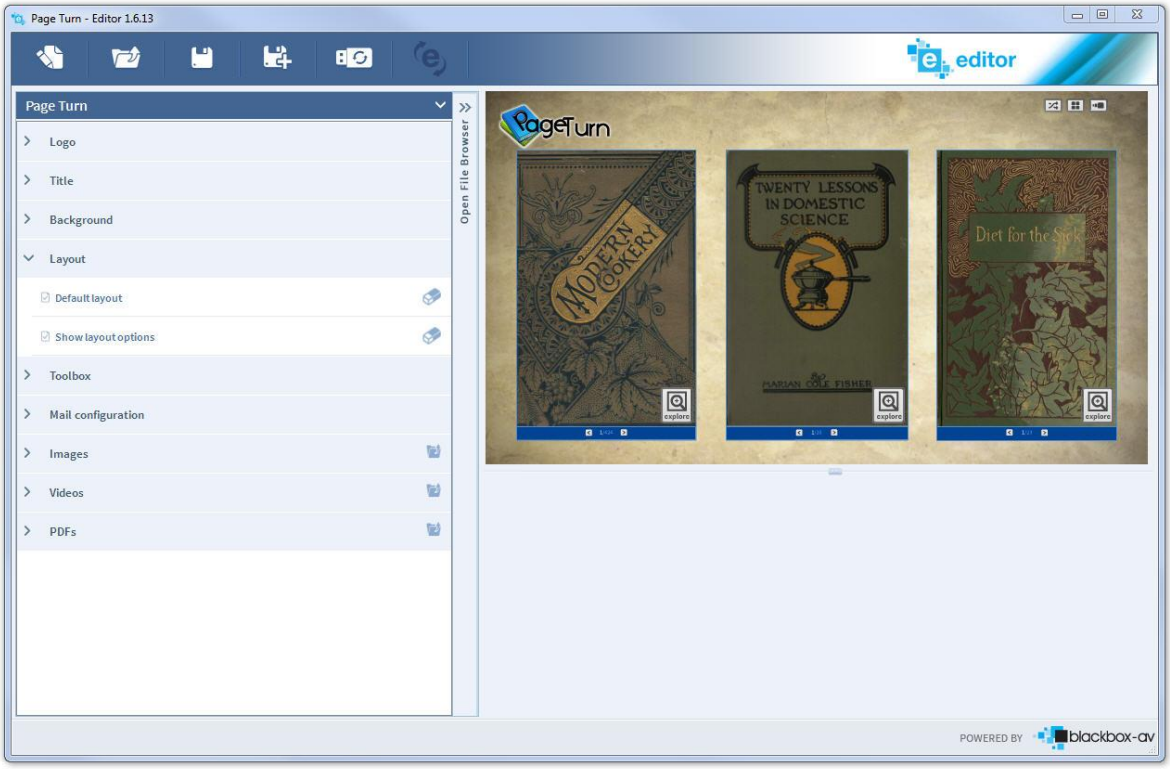
2.7 Add eBooks

Ebooks must be prepared in PDF format with an even number of pages. They can then be added to the application in the same manner as listed above, either through Drag 'n' Drop or through the file browser.

PageTurn supports up to 10 PDF's. Multiple PDF's can be added simultaneously;



Once added the books will appear in the preview pane;



2.8 Layout Settings

How the eBooks appear is determined by the layout, users have the ability to alter the layout from the top right which will move the books in realtime on the screen to the chosen layout option, you can disable this ability in the 'Layout' section. You can also determine the default layout here (how the books appear when the software first loads up).

The 3 layout options are;

Random – 9 ebooks in Random mode

Grid – 3 ebooks in Grid mode

Tile – 9 ebooks in Tile mode

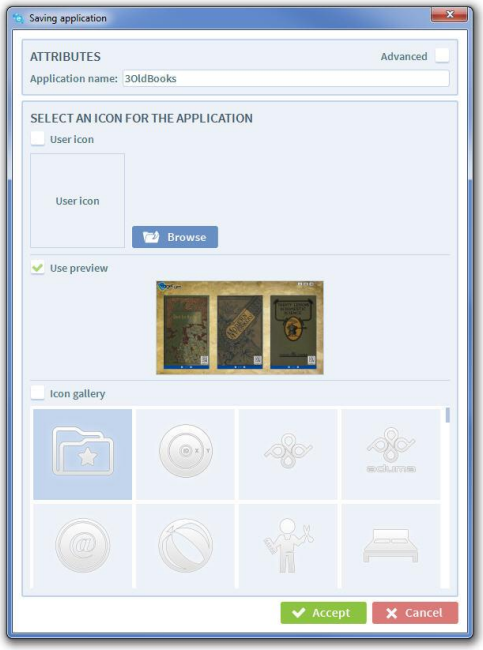
2.9 Save PageTurn Interactive

Once your PageTurn project is complete it should be saved;

Save – Save current project, if you are working on a previously saved project this will overwrite that save.

Save As – Save the current project as a new save, use this option if working on a previously saved project you do not wish to overwrite.

When saving the project you need to enter a name and have the option to set an Icon, this is only utilised when more than one application is operated from a single machine with the use of a 'Home Page'. For standalone PageTurn interactives the Icon is not important.



2.10 Edit Existing Template

To edit a previously saved or start a new template use the following;

Open - Open previously saved projects.

Create New – Start a new project

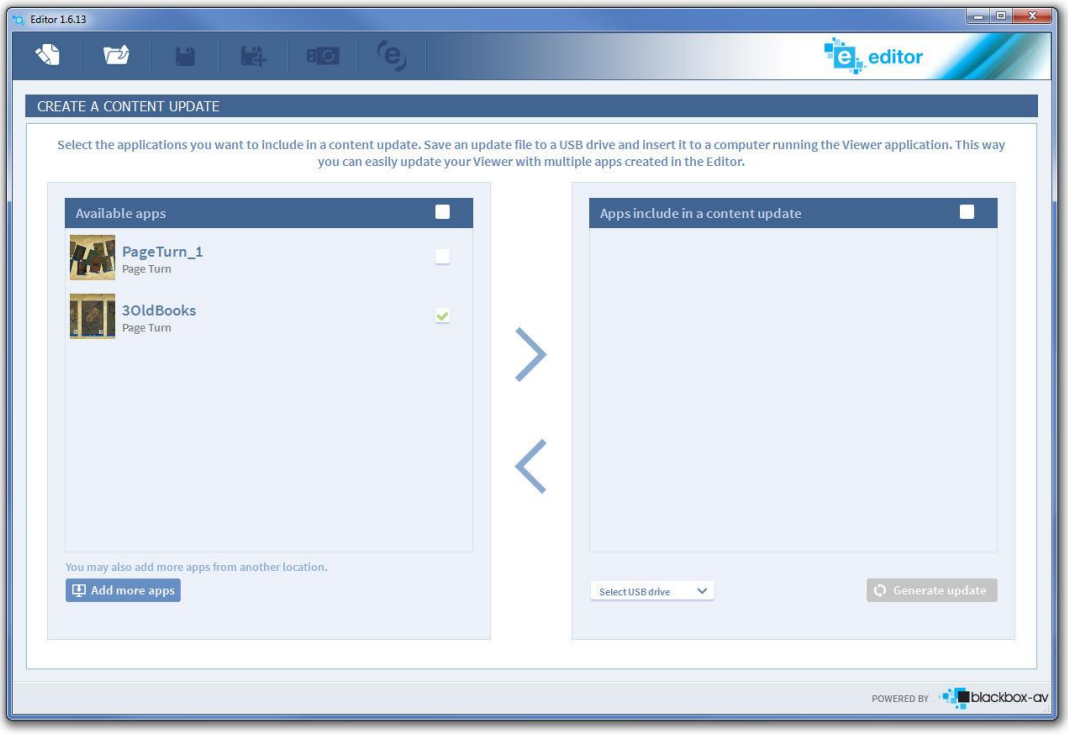
Be sure to 'Save As' if you do not wish to overwrite the project, overwritten projects are gone for good!

2.11 Prepare Interactive For Upload to Viewer

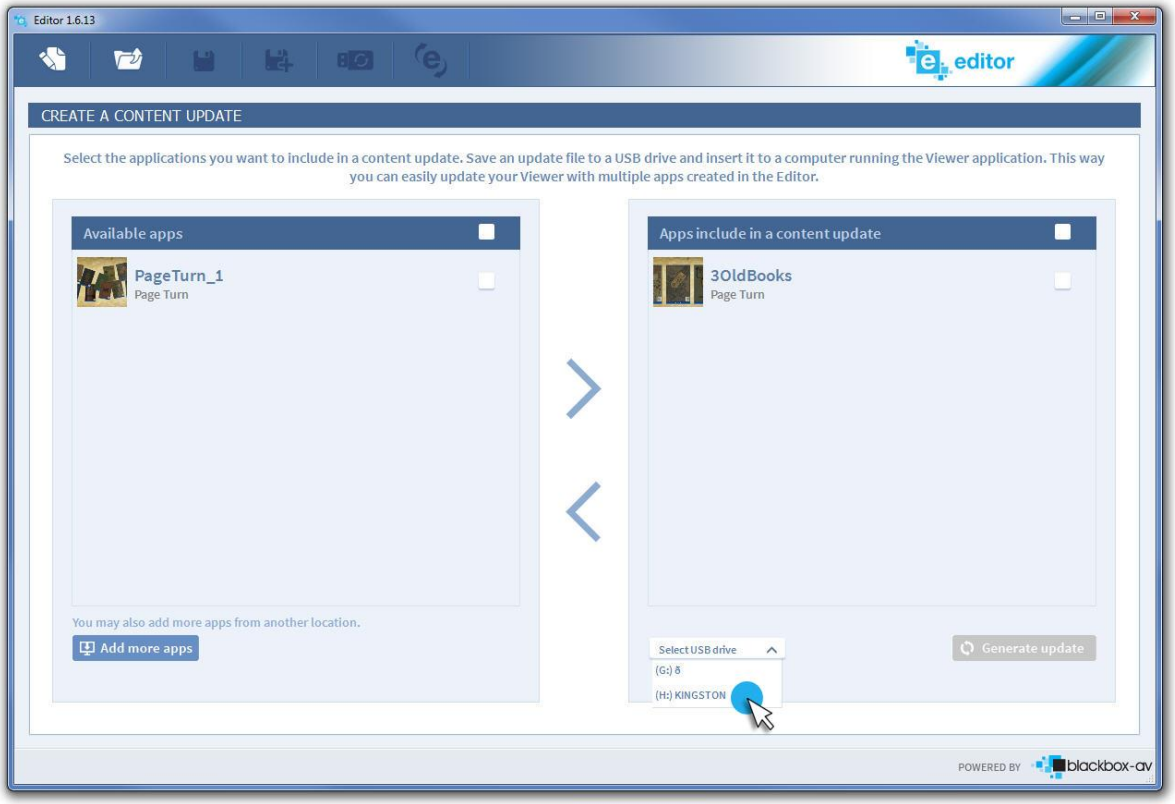
Once your interactive has been completed you need to prepare it for upload to **Viewer**. This is completed via USB stick which allows the easy updating of a **Viewer** terminal with a PageTurn interactive completed using **Editor** elsewhere.

USB Update Creator – Compile your interactive ready for upload to **Viewer**

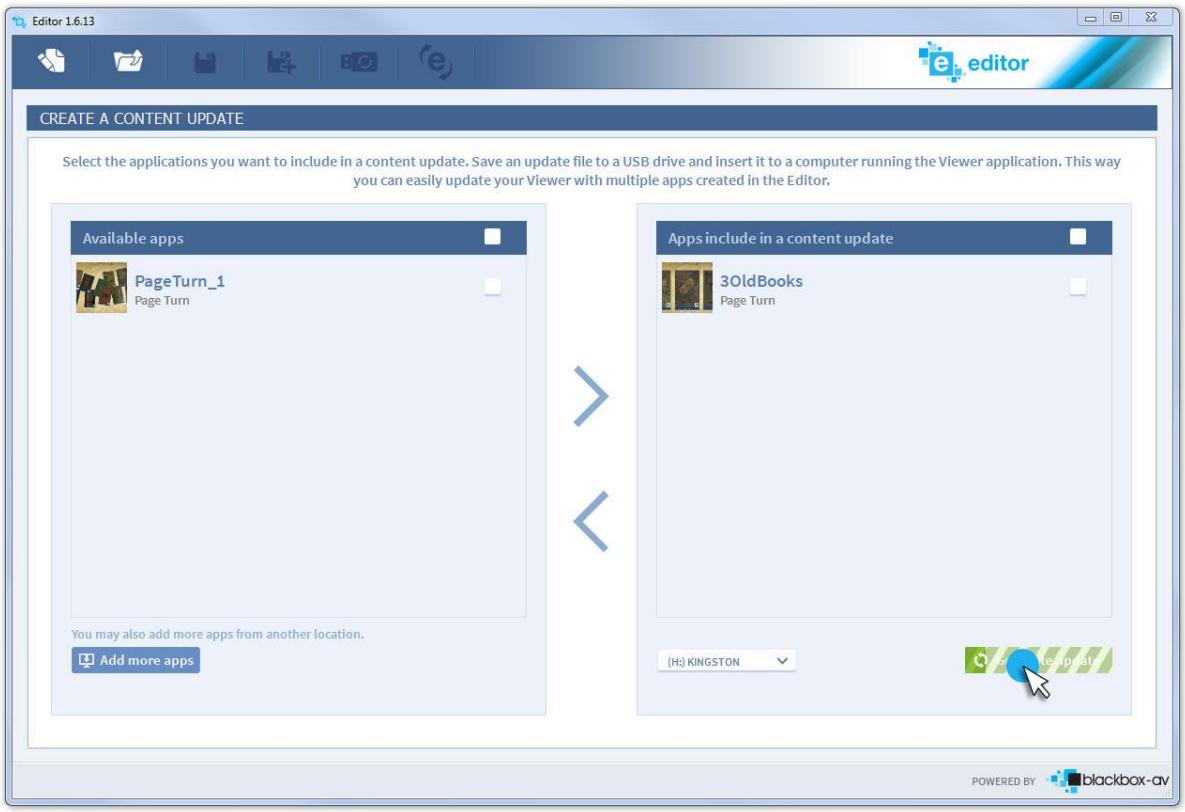
Enter the Update Creator utility by selecting the USB icon pictured above;

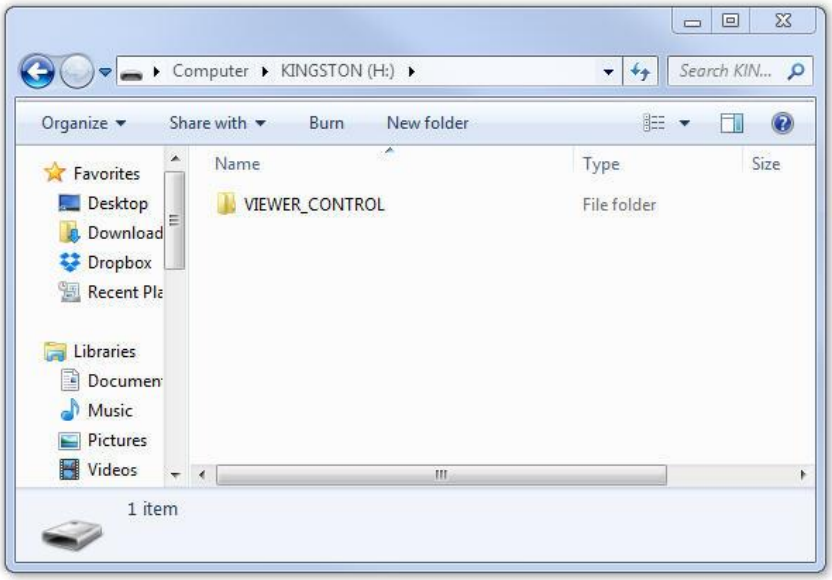

Editor 1.6.13
editor
CREATE A CONTENT UPDATE
Select the applications you want to include in a content update. Save an update file to a USB drive and insert it to a computer running the Viewer application. This way you can easily update your Viewer with multiple apps created in the Editor.
Available apps
PageTurn_1
Page Turn
3OldBooks
Page Turn
You may also add more apps from another location.
Add more apps
Apps include in a content update
Select USB drive
Generate update
POWERED BY
blackbox-av

Select which Interactive you wish to add to **Viewer** and add it to the right hand update panel via the > icon, connect your USB stick and select it from the drop down list (you may need to scroll down the list);


Editor 1.6.13
editor
CREATE A CONTENT UPDATE
Select the applications you want to include in a content update. Save an update file to a USB drive and insert it to a computer running the Viewer application. This way you can easily update your Viewer with multiple apps created in the Editor.
Available apps
PageTurn_1
Page Turn
Apps include in a content update
3OldBooks
Page Turn
You may also add more apps from another location.
Add more apps
Select USB drive
(G:) ð
(H:) KINGSTON
Generate update
POWERED BY
blackbox-av

Now select 'Generate Update' and **Editor** will create the update files required, adding them to the selected USB stick;


Editor 1.6.13
editor
CREATE A CONTENT UPDATE
Select the applications you want to include in a content update. Save an update file to a USB drive and insert it to a computer running the Viewer application. This way you can easily update your Viewer with multiple apps created in the Editor.
Available apps
PageTurn_1
Page Turn
Apps include in a content update
3OldBooks
Page Turn
You may also add more apps from another location.
Add more apps
(H:) KINGSTON
POWERED BY
blackbox-av



Once completed the USB stick will contain the folder 'VIEWER_CONTROL'. Within this folder is an update compiled of your chosen Interactives.

3. The Viewer

3.1 Introduction to Viewer & Basic Hotkeys

Viewer is the frontend software that displays your created PageTurn interactive. PageTurn is usually supplied as a pre-created interactive in which case you only need to install **Viewer** and then import the created interactive via the USB update ability.

Basic Hotkeys

To navigate the **Viewer** backend you use the following hotkeys;

Ctrl+F3 - Allow Mouse Input
Ctrl+A - Access Viewer Manager
Alt+F4 - Exit

When you first load **Viewer** you will see the following screen;

This is because there are currently no interactives uploaded to **Viewer** for it to display. Access the **Viewer Manager** by pressing **'Ctrl+A'** and entering the pin number.

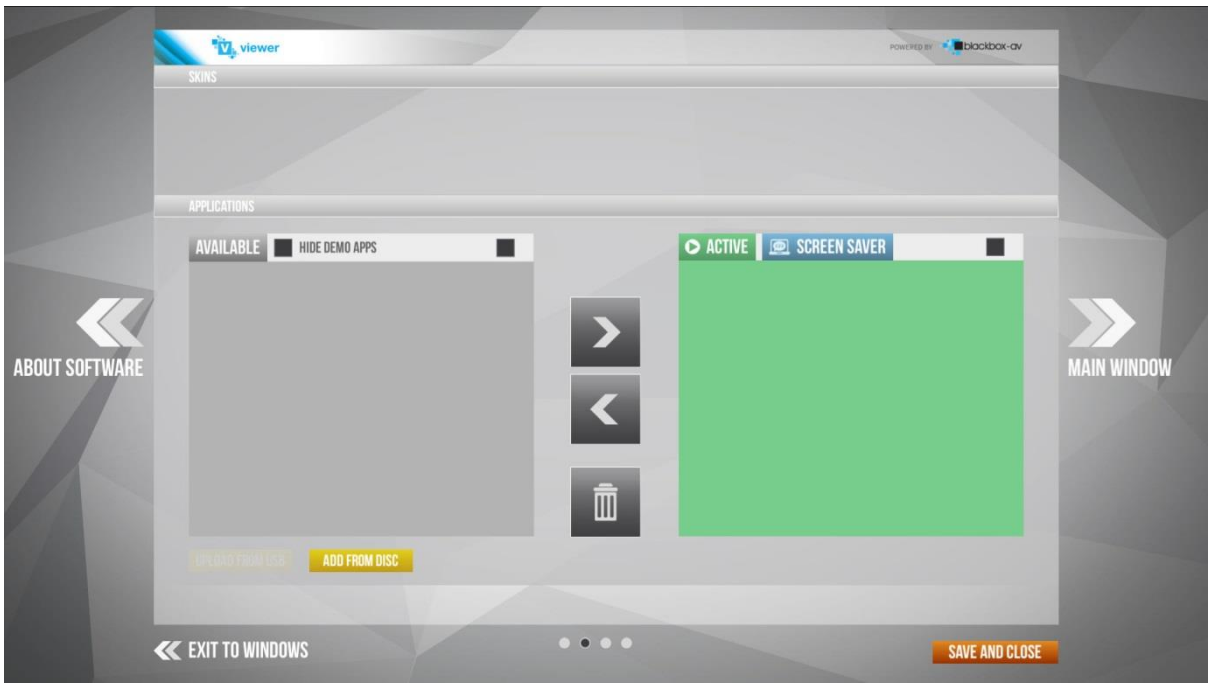
By default the pin number is unassigned. This means you need only select 'OK' leaving the pin area empty in order to access the **Viewer Manager**.

You can set the pin number if required following the instructions in section **3.4 Changing PIN Number**.

3.2 Import Interactive

To import your Interactive access the **Viewer Manager** by pressing **'Ctrl+A'**, then enter 'ok' or the PIN you have set.

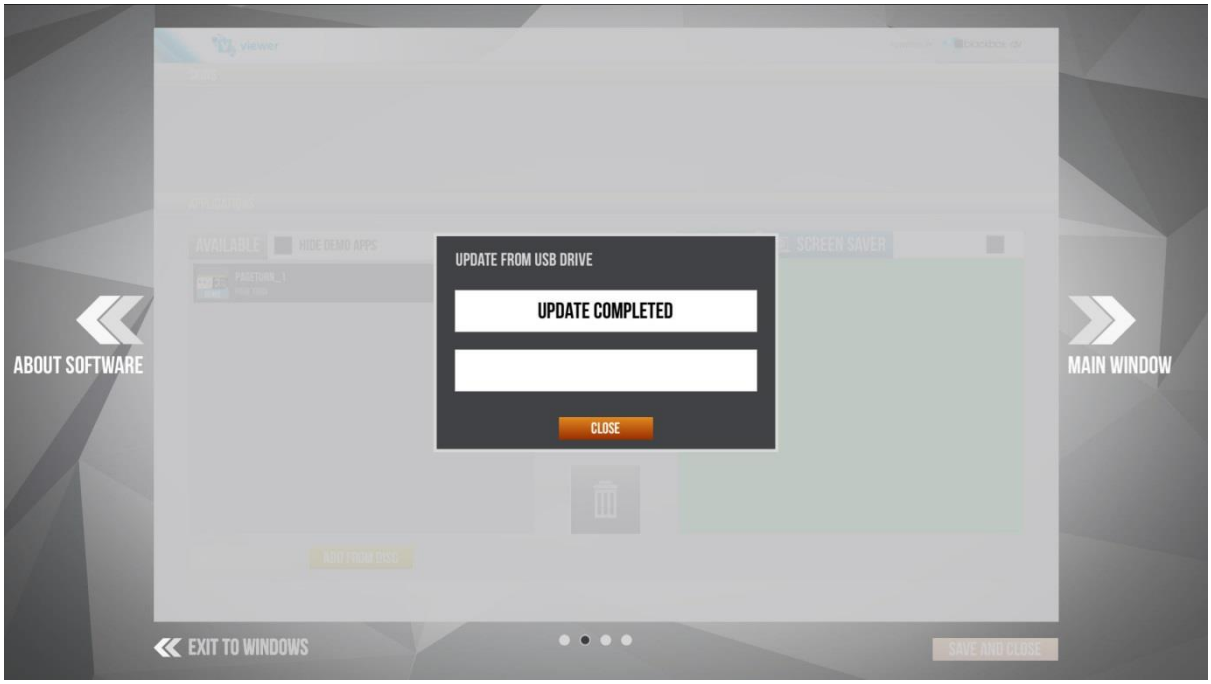
You now have access to the **Viewer Manager** and should be in the 'DOWNLOAD' section. The left panel displays 'available' Interactives and the right panel displays the 'active' Interactive. The Interactive in the right panel is the one currently displayed by **Viewer**.



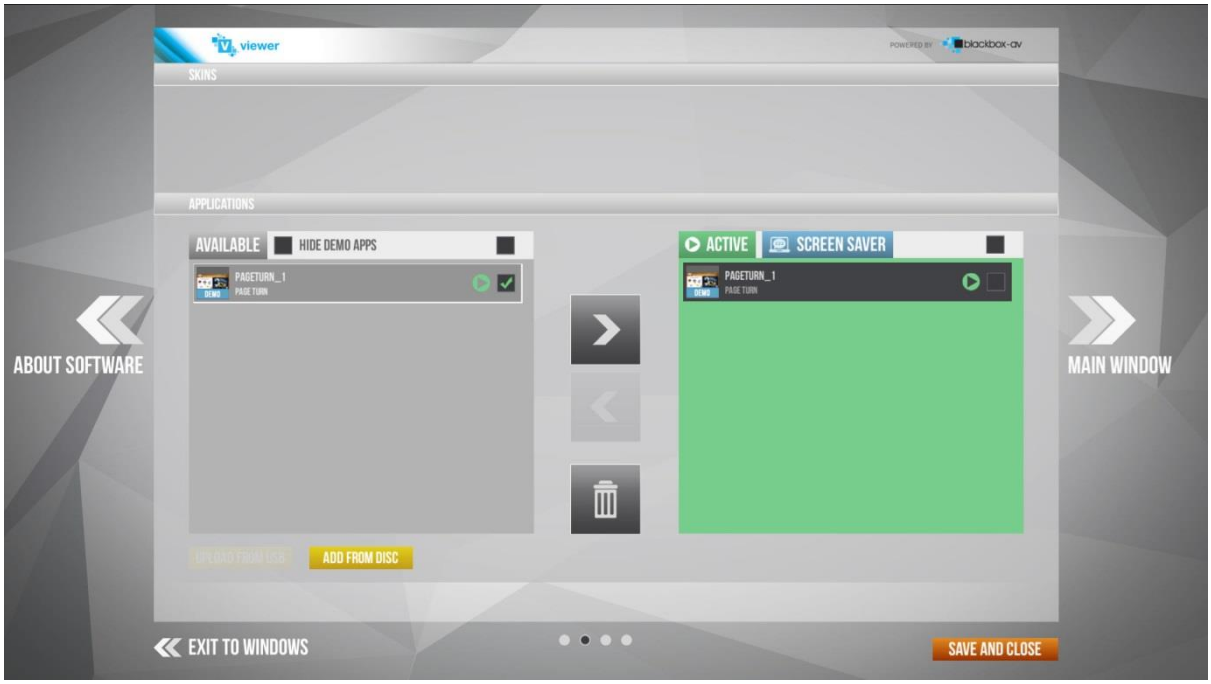
To add your Interactive insert the USB with 'VIEWER_CONTROL' uploaded and select 'UPLOAD FROM USB' which will be greyed out until a USB is inserted.

Viewer will now upload all Interactives compiled within the 'VIEWER_CONTROL' folder.

For more information on the creation of this folder see section **2.11 Prepare Interactive For Upload to Viewer**.



Once the upload is complete the interactive will be available in the AVAILABLE applications table;

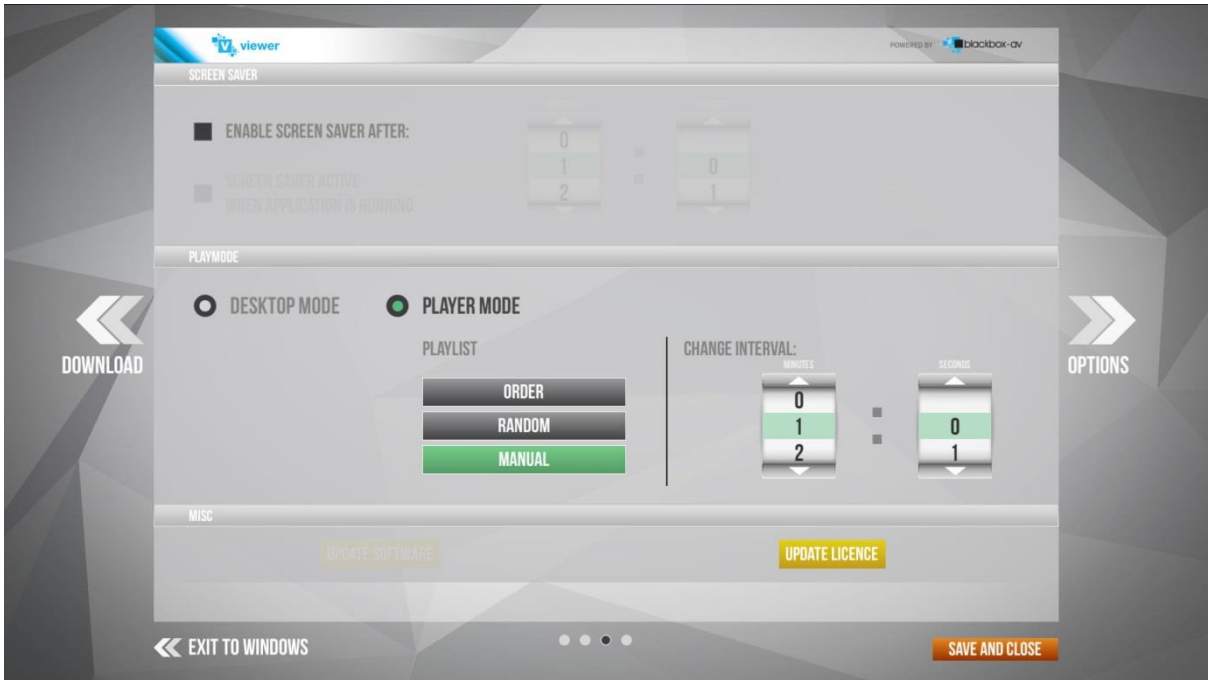


Select the interactive via the tickbox and press the > arrow to transfer it to the ACTIVE list.

This is the PageTurn interactive **Viewer** will now display. To finalise the setup you must set some other options located in the 'MAIN MENU' section (accessible via the >> arrows on the right of the screen).

Select the following options;

PLAYMODE: Player Mode
PLAYLIST: Manual



This sets **Viewer** to display the single Interactive added to the ACTIVE list.

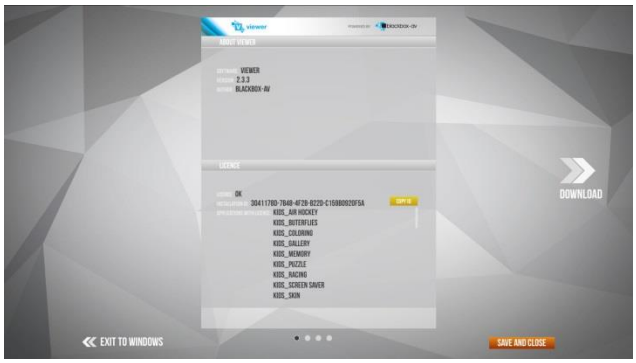
*Note: **Viewer** can display more than one PageTurn Interactive in a sequentially timed manner, to do this add additional PageTurn Interactives to the ACTIVE list and set PLAYMODE as 'Order' then set a timed change interval using the dials provided. When the time elapses **Viewer** will switch to the next ACTIVE Interactive in the list.*

Choose 'SAVE AND CLOSE' to save your settings. The PageTurn Interactive set will now be active when **Viewer** starts up.

3.3 Additional Manager Options

Navigating Left and Right in **Viewer Manager** will access a number of additional areas. Note that some of these functions are for development purposes and will as such be unavailable;

About Software



Device Options

About Software: Information on the current **Viewer** software installation is located here. The installation ID as well as the templates the license is registered for (PageTurn).

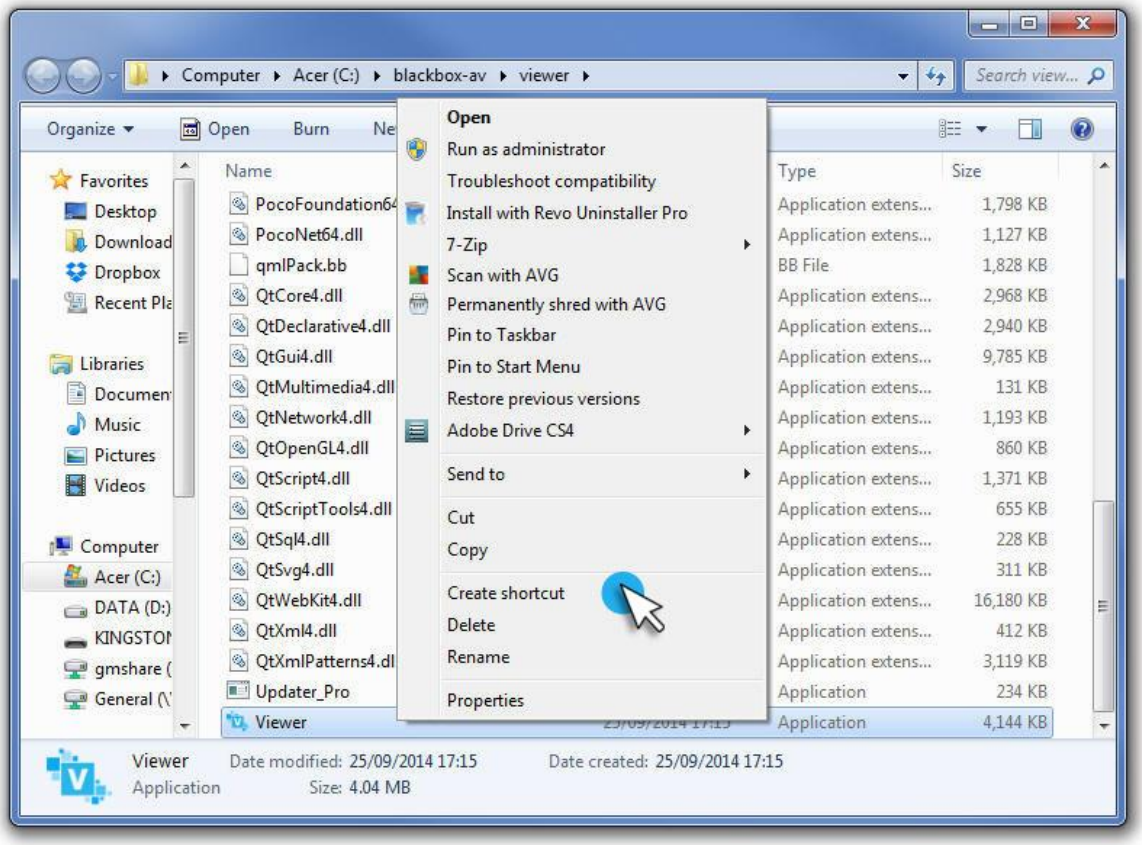
Device Options: This area is not applicable for the current version of **Viewer** and as such should appear greyed out.

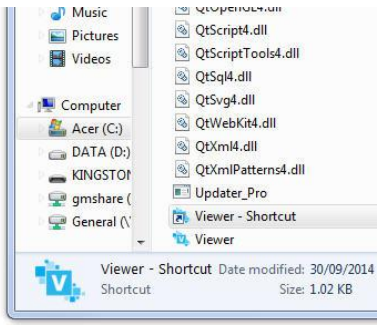
3.4 Changing the PIN Number

As standard the PIN number is left empty, this is usually acceptable as most touchscreen kiosk systems do not allow user access to a keyboard so the PIN screen is inaccessible (CTRL+A) in the first place. If you wish to change the PIN number you will need to do the following;

Step 1: Create Viewer Shortcut

Enter the installation directory for **Viewer** (C:\blackbox-av\viewer) and find the Viewer application. Right click and create shortcut;

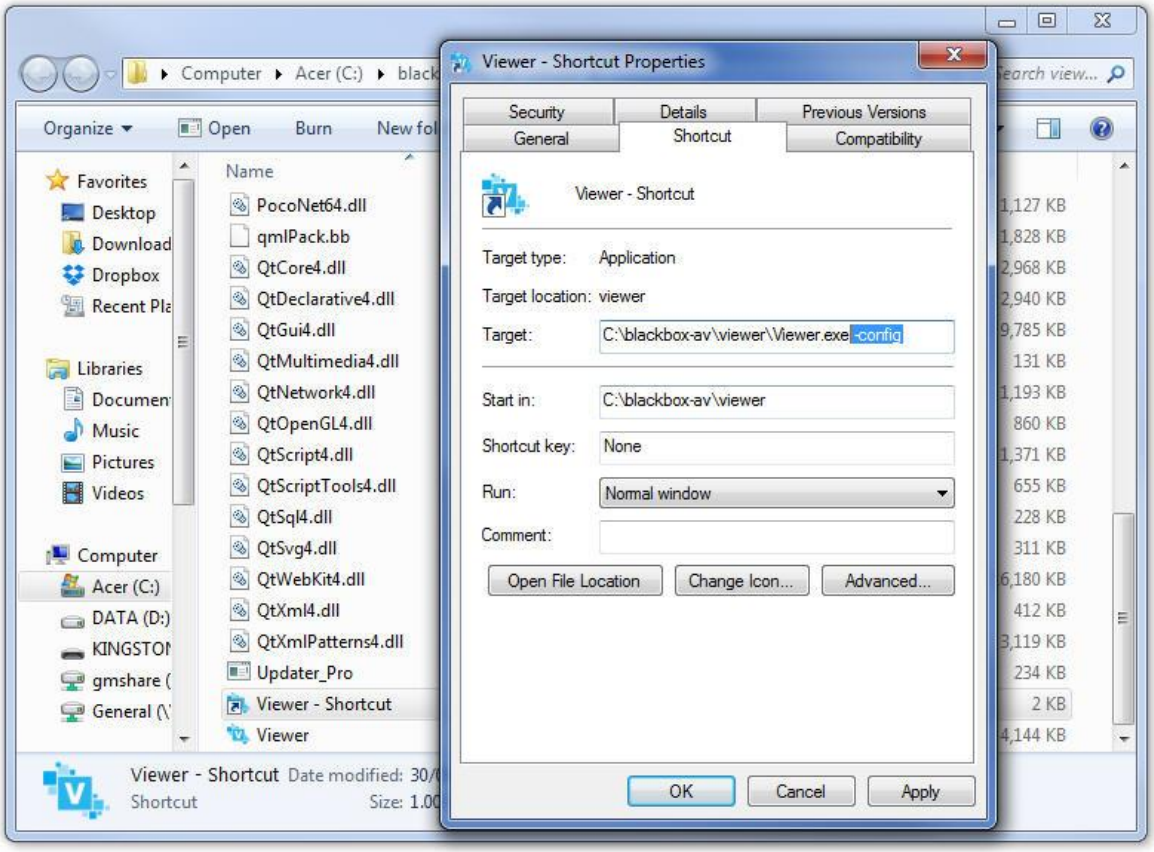




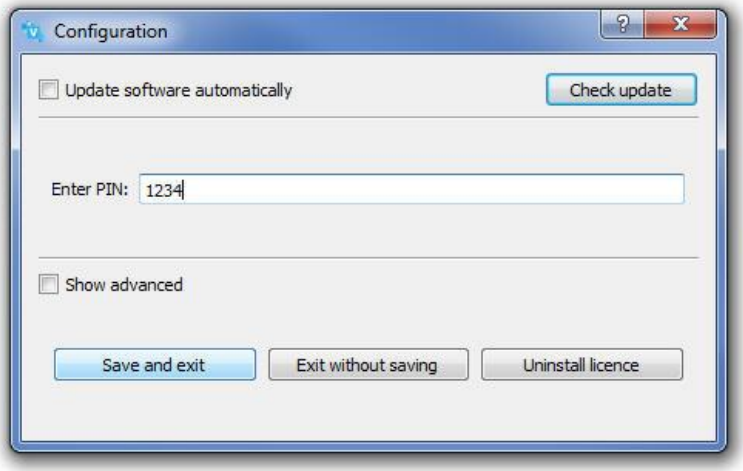
This will add a new shortcut icon in the same folder.

Step 2: Edit Shortcut

Select this shortcut rightclick > properties and add <space>-config to the 'target' section. Press 'OK'.



Now open this shortcut to access additional options;



Step3: Select New Pin

Enter the desired pin and select 'Save and Exiit'.
This is now the pin required to access the **Viewer Manager**.

4. System Requirements

4.1 Recommended

The Following are recommended specifications for **Viewer** and **Editor**

Viewer

- Windows 7 / Windows 8, 32 or 64 bit
- Intel i5 processor or higher
- 4GB RAM
- At least 20GB disc space (Viewer takes up up to 200 MB, the rest of the space is required for multimedia-heavy Interactives that will be shown in Viewer)
- Full HD Enabled Multi-touch screen (1920 x 1080)

Editor

- Windows 7 / Windows 8, 32 or 64 bit
- Intel i3 processor or higher
- 4GB RAM
- At least 20GB disc space (Editor takes up to 500 MB, the rest of the space is required for multimedia-heavy Interactives that will be prepared in Editor)

4.2 Supported Media Formats

Video: .mp4 | .mpg | .flv | .wmv | .mov | .f4v | .mpeg | .avi | .f4v

Images: .gif | .jpg | .png | .bmp | .tiff | .tif | .jpeg | .pcx | .jp2 | .jpx

PDF: eBooks must be created as PDF (portable document format) with an even number of pages